

TOP GUN

COMBAT ZONES

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SETTING UP TOP GUN – Combat Zones

Installing your new air-combat arcade game is a straightforward, one-time operation. During the installation you will be given the option as to where Top Gun - Combat Zones is to be placed on your hard disk.

- **INSTALLING FROM THE CD**

Place the Top Gun - Combat Zones CD in your CD-ROM or DVD-ROM drive. If your computer is set to auto-run CDs (most are by default) then the Setup application will appear after several seconds and you can skip to the next paragraph. If your computer does not auto-run the CD, simply double-click your My Computer icon (or open the Windows Explorer), then double-click the icon of the drive that contains the CD, and finally double-click the Setup icon.

- **WHERE TO PLACE TOP GUN - COMBAT ZONES**

The Setup application will suggest a location on your hard disk where the Top Gun - Combat Zones files will be copied, or you can browse to the location of your choice. Top Gun - Combat Zones will create a folder for itself in the location you specify; therefore you don't need to create an empty folder for the game yourself. Top Gun - Combat Zones also creates a Program Group of its own on your Start Menu. After you choose the installation path, Top Gun - Combat Zones will begin copying its files to your hard disk.

- **START MENU OPTIONS:**

The Top Gun - Combat Zones installation will create the following icons in the Top Gun - Combat Zones Group in your Start Menu:

- PLAY TOP GUN - Combat Zones
- CONFIGURE TOP GUN - Combat Zones
- UNINSTALL TOP GUN - Combat Zones
- VIEW README
- TOP GUN - Combat Zones Website

- **DISK SPACE**

Top Gun - Combat Zones needs approximately 520 Mb of disk space for a complete installation. The Set-up application will inform you if you don't have enough space available to install the game.

- **DIRECTX**

Once the installation of the game is complete, you'll be asked if you want to install Microsoft's DirectX software. Top Gun - Combat Zones requires the latest version of DirectX, which at the time of writing is version 9.0. If you know that you already have this version (or, as time goes by, a later version) then you can cancel the DirectX installation request. Otherwise, you should allow the installation to proceed.

DirectX is, basically, a set of drivers and library functions that can detect what hardware is in your computer, and then act as an interface between that hardware and the applications that need to make use of it. In our case, the application is Top Gun - Combat Zones.

If the DirectX installer makes changes to your system's configuration then it will ask you to reboot your machine. It's best to do this sooner rather than later.

CONFIGURING TOP GUN – Combat Zones

After Top Gun - Combat Zones has finished copying its files to your hard disk, you are ready to run the game. The first time that the game is run, Top Gun - Combat Zones's own Configuration Editor will launch automatically. This application, which you can also run from your Start Menu independently of Top Gun - Combat Zones, contains several pages of categorized options that give you full control over the game. Some options presented by the Editor are only available when the application is run outside of Top Gun - Combat Zones.

Some of the details of the Configuration Editor may be altered after this manual has gone to press. For this reason we have decided to withhold detailed descriptions of the Editor's options from this manual. The pages within the Configuration Editor are as follows:

Configuration Setup Menu:

- Display
- Resolution and color depth
- Flight Model Type
- Controls Configuration.

- **DISPLAY**

Use this page to choose whether the game is displayed in windowed or full-screen mode. We recommend that you play in full-screen mode.

- **RESOLUTION AND COLOR DEPTH**

Use this option to set screen resolution and color depth. The screen resolution can also be set in the in-game Options menu.

- **FLIGHT MODEL**

There are two flight models for Top Gun - Combat Zones, Simple (the default model for beginners) and Advanced.

Simple Flight Model

The simple flight model allows you to steer the plane left and right by simply moving the Joystick/keys left or right. The game uses the simple model to combine roll, rudder and a pitch change, to allow the plane to simply turn left or right. While this gives inexperienced players an easy introduction to controlling a plane, it does limit what the plane can actually do. In simple mode, you will not be able to loop the loop, or roll the plane onto it's back. While this is a limitation of the simple model, it should nevertheless prevent the player from getting disorientated too easily.

Advanced Flight Model

The advanced flight model uses left and right on the Joystick/Keys, to roll the plane, clockwise, or counter clockwise (This does not alter the heading of the plane).

Advanced model allows you much more freedom to fly skillfully both at high altitude, and through the canyons and cityscapes at ground level, allowing you to achieve higher skill points needed for bronze, silver and gold stars.

- **CONTROL SETUP**

The options on this page allow you to change a number of the default keyboard controls of Top Gun - Combat Zones. It also gives you the chance of mapping controls to you joystick. For your enjoyment, it is highly recommended that a joystick be used to play Top Gun - Combat Zones.

TOP GUN - COMBAT ZONES uses the following (default) keyboard controls:

R_CONTROL	fire primary (cannons)
PGDN	cycle weapon
R_SHIFT	fire secondary (bombs/rockets/missiles)
R_ALT	cycle next target
F2	cycle view
F3	zoom map in/out
F4	alt view
F5	special move
END	special move
-	throttle down
+	throttle up
,	rudder left
.	rudder right

The following keys cannot be redefined :

Enter	accept/confirm
F1	select/secondary accept
TAB	start
ESC	cancel/start
Direction Keys	menu navigation, basic flight control..

However, you can define additional keys to perform these functions.

Note that joysticks and gamepads also have default settings, which are based on information provided in the driver.

The "Save To Text" option in the File menu allows you to save the control set-up as a text file "text-keyDefs" in the Top Gun - Combat Zones folder that you can then print for rapid reference.

Note : Throughout this manual sometimes the term button is used to refer to either a button on the joystick or to a key on the keyboard. For example, the Cycle Weapon Button can either be the button defined to cycle weapons on the joystick or the keyboard equivalent. The joystick only functions within the missions and cannot be used to navigate the menus.

INTRODUCTION...

During the Korean War, the US Navy kill ratio was twelve to one. They shot down twelve enemies for every one US jet. During Vietnam that ratio fell to three to one; their pilots had become dependent upon missiles... they had lost some of their dog -fighting skills.

TOP GUN - COMBAT ZONES was created to teach ACM, Air Combat Maneuvering... dog fighting...

...By the end of Vietnam that ratio was back up to twelve to one... This is the story of the Top Gun - Combat Zones Academy... This is TOP GUN - COMBAT ZONES.

You have the chance to take part in the history and potential future of TOP GUN - COMBAT ZONES... from reliving past battles from the tail end of the Vietnam conflict and the desert battles of the Gulf War, to a future conflict set in the Arctic Circle. This is your opportunity to prove that you too, are worthy of the title... TOP GUN - COMBAT ZONES.

OVERVIEW...

Over its 30-year history the TOP GUN - COMBAT ZONES academy has trained and supplied pilots for conflicts all over the world. In TOP GUN - COMBAT ZONES you will begin your own chapter in this illustrious history. TOP GUN - COMBAT ZONES is composed of 36 academy and war-zone missions set over three period in history or in the near future.

Upon starting the game, you will be located at Miramar, home of the Naval Fighter Weapons School. Your first five missions will be based at this location, though the combat will be as live as anything you will face in the rest of the game.

Upon completing five Academy Missions, you will be eligible for live combat, which, in the first Era of the game will take you to South East Asia, and the end of the Vietnam War. Upon completion of this conflict, we will move forward through the history of Top Gun - Combat Zones to our second Era.

As each new Era begins, a new plane is received, and a new set of Academy and live combat missions will be presented to you. During the second Era, your live War-zone will be the Gulf States, taking place in the late 80's and early 90's. With the Arctic Circle, your third and final destination, we have conceptualized a future conflict based around disputed borders and a global fuel crisis.

GETTING STARTED

- **GENERAL MENU SCREEN OPERATION**

Press the direction keys to highlight an option, then press Enter to confirm. To return to the previous screen, press Escape.

- **THE MAIN MENU**

Press Start on the Title screen to access the Main Menu. The following options are proposed : NEW GAME, LOAD GAME, DELETE GAME or GAME CREDITS.

New game

In order to save your progress through Top Gun - Combat Zones: Combat Zones, you'll need to create a call sign.

Select NEW GAME and press Enter. You will be asked to select a save slot, and then set your pilots call sign by pressing the direction keys and Enter to confirm the name.

The Difficulty screen lets you decide on the difficulty level of this game. Use the up and down direction keys and then press the Enter to confirm the selection. The Save confirmation screen will now be displayed. Select CONFIRM and press Enter.

Load game

To load a game that you want to continue, select LOAD GAME and press Enter. Choose the saved game you want to load by using the direction keys and press Enter, validate with the CONFIRM option on the Load Confirmation Screen.

Delete Game

To delete a game that you've previously saved, select DELETE GAME on the Main Menu and press Enter.

Choose the saved game you want to delete by using the direction keys and press Enter to select and then choose CONFIRM on the Delete Confirmation screen.

- **GAME MODE SELECT MENU**

Choose the type of game you want to play from this menu. You can choose between SAVE, MAIN GAME, QUICKSTART, OPTIONS or QUIT.

Quit

The QUIT option gives you the choice of either returning to the Start Screen or quitting the game altogether and returning to Windows.

Options

Audio	You may adjust the music volume
	You may adjust the effects volume
Language	You may adjust the language
Video	You may adjust the screen resolution

Save

The SAVE option is used to save the current game status.

MAIN GAME

To start the game you will have to select the era, the mission and the plane that you want to fly. The further you get into the game the more options will be open to you. You can always return to missions that you have already flown to improve your score. Certain bonus planes will only be unlocked, if you have high scores in all missions.

- **THE ERA SELECTION MENU**

Use the direction keys to highlight your chosen Era and press Enter to confirm, and then choose either to fly ACADEMY or WARZONE missions, by pressing the direction keys. Press Enter to confirm your selection.

- **THE MISSION SELECTION MENU**

Use the direction keys to select your mission. Press Enter to confirm your selection.

- **THE PLANE SELECTION MENU**

Use the direction keys to select your plane. Press Enter to confirm your selection.

You will notice that locked bonus planes are covered at this time. Some of the planes will be unlocked on the successful completion of sections of the game, others are unlocked by achieving high scores on all missions.

- **ADDITIONAL PLANE INFORMATION**

Firepower	indicates how fast the plane can fire cannon rounds.
Weight	affects the handling and inertia of the plane. High thrust will offset extra weight in some cases.
Thrust	affects the handling and responsiveness of the plane.
Top Speed	Fastest achievable speed at full throttle.
Pitch Rate	affects handling and maneuverability when changing pitch. (Plane nose up and down)
Roll Rate	affects handling and maneuverability when changing roll. (Plane rolls left and right)

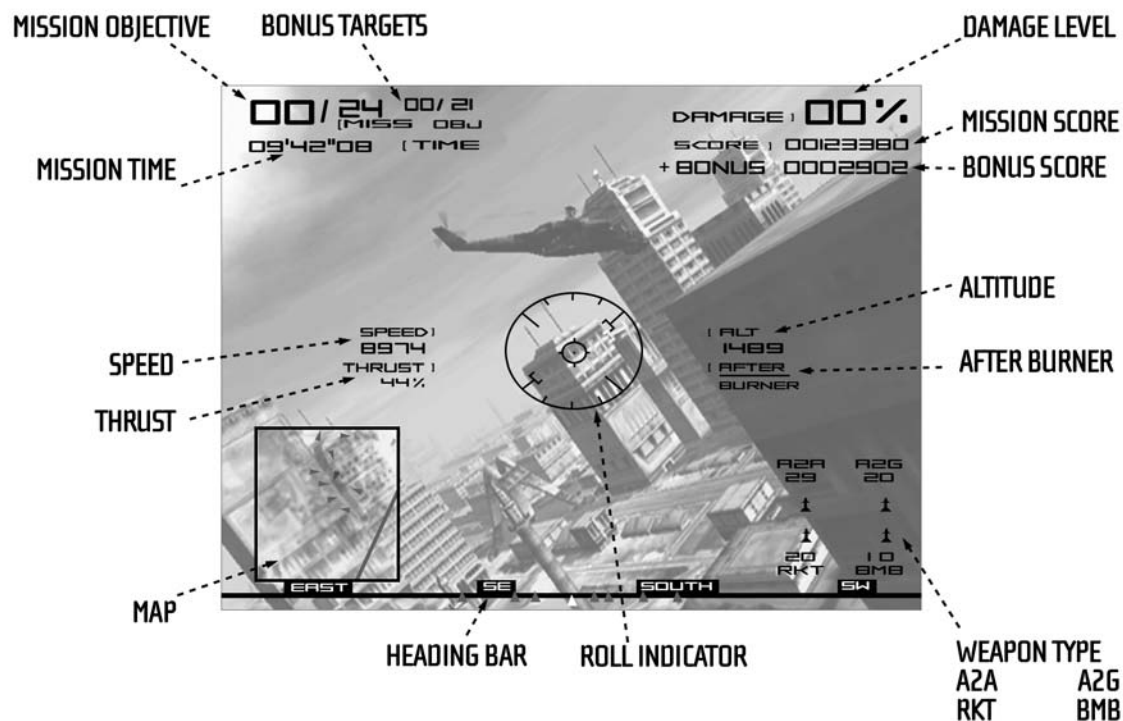
- **BRIEFING SCREEN**

The Briefing screen describes the type of terrain and the type of encounters you are likely to experience during your mission. Your mission orders are revealed here, highlighting the key objectives that must be achieved and rules that must be followed for successful mission completion. If you wish, you can move back from this menu to choose any other mission that is available to you at that time. Press Escape to go back.

Once you know what's required of you, press Enter to start the mission..

GAME SCREEN

TOP GUN HUD



- **DAMAGE LEVEL**

Percentage indicator revealing plane damage after cannon or missile hits, or object collisions

- **MISSION SCORE**

Scores are not just attained by enemy kills in TOP GUN - COMBAT ZONES.

The main score is constantly ticking up the whole time you are active in a mission.

The rate at which this score increases is affected by your speed and altitude.

The faster you fly, and the lower you are prepared to go, the greater your score at the end of a mission.

The number that appears beneath the main score is for bonuses, adding up skilful or risky flying scores, sequential cannon hits, or accurate rocket fire.

This will keep ticking up independently of the main score, but will be added to it when that particular sequence of moves or hits by the player comes to an end.

- **WEAPON TYPE**

A2A Air to Air fire and forget missiles

A2G Air to Ground fire and forget missiles

RKT Unguided rapid-fire rockets

BMB High damage bomb

Use the cycle weapons button to change the current secondary weapon. Air-to-Air missiles will lock Helicopters and Planes. Air to Ground will lock all ground-based enemies, whether stationary or moving. Rockets fly in a straight line, and as they do not lock, are best used against static targets, but

with skill the can be used against any type of enemy. Bombs are used for heavily armored buildings or tightly grouped ground targets.

- **HEADING BAR**

Enemy and allied units/targets are visible on this bar before they can be seen on the map or onscreen. Use this to choose the direction you wish to fly in.

Any indicators that are bright red are mission objectives. Dull red indicators are there to mark non-mission specific targets that are threats to the player. These may become mission objectives as new mission orders come in to the player. Make bright red targets your priority!

To aid tracking enemy targets, the icons that appear on the heading can appear below, above or on the heading bar line. This indicates their vertical position relative to the player.

Occasionally blue icons will appear to designate the locations of allied units or building that may need to be protected.

- **MAP**

Can be zoomed in or out. Enemies appear red, allies blue and neutrals yellow.

- Airborne targets are indicated by arrowheads.
- Ground enemies by circles.
- Static objects by squares.

- **MISSION OBJECTIVE**

Primary objectives for mission completion.

- **BONUS TARGETS**

Bonus targets for extra score.

- **MISSION TIME**

Mission failure if this reaches 00:00. Different time limits for different missions.

- **ALTITUDE**

Height above sea level. Some missions have limits on maximum or minimum height. Warnings will be given when these limits are approached, with mission failure resulting when these limits are ignored.

- **AFTER BURNER**

After burner can only be used for a set period of time. This gauge shows how much time is left for full after burner usage. The gauge will tick back to its maximum when the afterburner is not in use.

- **SPEED**

Indicates Jet speed in km/h.

- **THRUST**

Percentage indicator showing engine use.

- **ROLL INDICATOR**

Gives the planes orientation when in first person view mode.

PAUSE

During a mission, you can put the game on hold at any time by pressing ESCAPE. The Pause menu, allows you to Resume, to Restart the current mission, to modify the mission options or to Quit the current mission. If you quit, you will return to the Mission Selection Menu.

QUICKSTART

Quickstart missions are a way for the player to get flying with the minimum of fuss. Default settings allow the player to immediately go to the first ACADEMY terrain.

Quickstart options are progressively unlocked as the player moves through the main game. The following options are available:

Plane: As soon as standard or bonus planes are unlocked, they will become available for selection.

Map: As you succeed in a particular mission, the terrain and its lighting condition will become available in the Map option.

Threat: Combat game modes can be made easier or harder by adjusting the threat setting. There are five settings to choose from, very low, low, medium, hard and very hard.

Game mode: Initially, only AIR TO AIR will be available, but this will be followed by AIR TO GROUND upon completion of the first set of Academy Missions.

Upon completion of the subsequent Academy Missions for Eras 2 and 3, the player will gain, AIR TO AIR and AIR TO GROUND and FREE FLIGHT modes for use in Quickstart missions.

NB : On entering the Quickstart Set-up Screen, START is highlighted ready for selection. This enables quick and easy access to the Quickstart Game using the default Quickstart set-up.

Press the up and down direction keys to cycle between options in the Quickstart Set-up Screen.

- **QUICKSTART PLANE SELECT**

Press the left and right direction keys to cycle available aircraft. Only aircraft unlocked in the Main Game are available for selection in Quickstart.

- **QUICKSTART MAP SELECT**

Press the left and right direction keys to cycle available Landscapes. As landscapes are flown in the Main Game, they become available for selection in Quickstart.

- **QUICKSTART THREAT SELECT**

Press the left and right direction keys to adjust mission difficulty. The higher the difficulty, the more enemies in the mission.

- **QUICKSTART GAME-MODE SELECT**

Press the left and right direction keys to cycle available Quickstart. New Quickstart Game-Modes become available when the Academy section of each ERA is successfully completed in the Main Game.

The different Quickstart Game-Modes are described above.

- **START**

Once you've finished configuring Quickstart, use the up and down directional keys to highlight the Start option. Press Enter to launch your Quickstart mission.

SCORING

Scoring plays a major part in TOP GUN COMBAT ZONES. Of the five bonus planes available, four can be unlocked only through achieving a certain level of ability in all missions.

Each mission has three scoring levels, with the player being able to complete a mission without necessarily reaching even the lowest of the scoring targets.

These targets are rewarded with BRONZE, SILVER or GOLD STARS.

For a player to unlock one of the secret planes, all missions must be completed to at least BRONZE STAR status. A RED STAR indicates that the player has completed the mission successfully without doing well enough to be awarded a BRONZE.

Completion at SILVER or GOLD STAR level will unlock the other planes.

The final bonus plane requires a little more effort...

Hints: COMPLETING A MISSION

Pay attention during the briefing, this will tell you what to expect and what you've got to do.

Hints: INCREASING YOUR SCORE

You have fixed mission targets and objectives to achieve, but there are numerous other ways to multiply your score. Skilful flying can increase the rate that your basic score ticks up, as can accurate cannon fire, fast mission times, hits with an unguided weapon, multiple hits with a single burst of fire...

More specifically, the player can fly around and through some tight gaps around the terrain... this kind of flying, although not approved by TOP GUN COMBAT ZONES instructors, does give you chance to earn big scores.

You also have access to some special moves that can be used to get away from pursuing enemies, or evade enemy heat seeking missiles that are closing in. (See SPECIAL MOVES section). Performing some of these moves while skirting the terrain or flying between the legs of an oilrig, can multiply your score even further.

SPECIAL MOVES

All Special moves are activated by pressing one of the Special Move buttons (F5 or End by default). Complex Special Moves are performed following a sequence of Joystick or Cursor key inputs while holding down the Special Move button.

- **JINK**

Press Special Move button once.

- **BARREL ROLL**

Hold the Special Move button down, press Left and hold Right down for a clockwise roll, press Right and hold Left down for a counter clockwise roll. Hold the roll direction button down for the duration of the barrel roll.

- **HALF ROLL**

Hold Special Move button down, then hold either Left or Right down for the duration of the half roll.

- **AIRBRAKE MANEUVER**

Hold Special Move button down, and press Up then Down.

FLYING TIPS

We strongly recommend you to play Top Gun Combat Zones using a standard or preferably a force feedback joystick. This will greatly increase your enjoyment of the game. Use the Configuration Screen to set-up the controls of your joystick.

If you want to get used to handling the plane without being shot at, try an early Quickstart mission and spend some time flying as fast as you can around the canyons. Learn to use the roll and rudders at the same time. Isolate various landmarks and try to target them.

TECHNICAL SUPPORT

Thank you for purchasing TOP GUN. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

UK Technical Support - 0906 802 2002

For all Technical Support queries regarding any of our games please contact our Technical Support team on 0906 802 2002. Calls cost 60p per minute at all times. Please remember to ask the bill payer's permission before phoning.

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GAMES PLAYER CHARTER

- Avoid playing when tired. Play for no more than one hour at a time.
- Sit well away from the screen.
- Play games in well-lit areas.
- Reduce the brightness of the screen to darken the contrast.
- Use as small a screen as possible. These tips will help you enjoy your gameplaying more and maximise your performance.

CREDITS

- **DIGITAL INTEGRATION**

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- **EXTRA SPECIAL THANKS TO**

Andrea Hein, Terri Helton, Pam Newton, Sandi Isaacs, Christina Burbank

Dedicated to the memory of Frédéric Dufils